

Quizz show simulation

This program simulates the answering mechanism used in quizz shows. A score of 20 is displayed for each of three players. Each player should be allocated a set of keys on the keyboard, eg,

Q W E
A S

H J K
N M

O P [
L ;

If a player knows the answer he/she should press W/J/P. The computer signals the first pressed key and locks out the others. When a player answers correctly he/she should press the key to the right of the answer key, ie, E/K/. This will add 5 to their score. Similarly the key to the left, Q/H/O, will subtract 5. The key to the bottom right, S/M/., will add 25.

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>LIST

```
00100 REM *****
00105 REM * SALE OF THE CENTURY SIMULATION *
00110 REM * by JASON McCALLUM *
00115 REM * PERTH, WESTERN AUSTRALIA *
00120 REM * completed 20-SEPT-1985 *
00125 REM *****
00126 POKE 140,1:POKE 162,30:POKE 163,128
00127 CLS
00130 REM MAIN LINE ROUTINE
00135 GOSUB 1000:REM READ IN USR DATA FOR GRAPHICS
00137 REM *****
00140 A=20:B=20:C=20
00150 CLS:CURS 1,B:PRINT A:CURS 31,B:PRINT B:CURS 61,B:PRINT C
00160 A$=KEY$
00170 IF A$="" THEN 160
00180 IF A$="W" :P=1:Q=1:R=2:GOTO 2000
00190 IF A$="J" :P=2:Q=3:R=4:GOTO 2000
00200 IF A$="P" :P=3:Q=5:R=6:GOTO 2000
00210 IF A$>"<W" OR A$<"<N" OR A$<"<P" THEN 160
```

Memory display utility II CHIP-8

This utility does exactly the same thing as the utility run in ETI July '83 with some advantages.

When the program is run, the computer will wait for you to enter the middle two digits of the

starting address of a 16-byte page that is to be displayed. After you've done that the screen will go blank for about two seconds then come back on with data.

Pushing 0 will get the computer back to the start of the program (enter two more digits); 5 goes

back a 16-byte page; D goes forward a 16-byte page; F goes back to the beginning of the current 256-byte page.

To run this program put 1F00 at 0600 or 0700 depending on which display you prefer.

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MEMORY DISPLAY UTILITY MK2

```
F00 00FF 00FF 0000 0000 F000 0000 2F40 F100
F10 0010 2F40 0200 0700 00E0 00FC 2F25
F20 0020 1F40 0000 0000 0000 0000 2F0F
F30 0030 FEFE FEFE 1FEF 1FEF 2F2F 0000
F40 FB20 0000 7000 0000 0000 0000 0000
F50 0050 0000 0000 0000 0000 0000 0000
F60 0060 0000 2F40 1F70 4000 0010 0010
F70 2F40 2F0F 0000 3001 1F00 0000 0000
F80 00FF 1F00 2001 2001 3000 0000 0000
F90 0000 0000 2F40 0000 0000 0000 0000
FA0 0010 0000 2F40 0000 0000 0000 0000
FB0 0000 2F40 0000 0000 0000 0000 0000
FC0 3000 1F00 0000 0000 1F00 0000 0000
FD0 2101 3110 1F00 0000 0000 0000 0000
FE0 0000 211F 311F 1F00 0000 0000 0000
FF0 1F00 0000 1F00 0000 0000 0000 0000
;F00 at 0000 or 0700, either display
```

VZ200

Home brew label maker

A program for programmers who like beer. By altering the strings in lines 190-240, the program can be customised for any user (and, indeed, for other labels besides home brew). Once you have set up your label, you need to remember to change the string B0\$ in line 240 to correspond with your date of bottling. Make sure that all of the strings have the same length to ensure a neat label.

The program should be easy to translate for other computers and printers. Line 180 activates double width print on my Olympia printer; line 380 deactivates it.

Adrian Gallagher
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```
00026 REM Dreamcards Chip-8 v2.2: 02000 to 225F (F7/C2)
00027 REM 02000 6200 433C F003 303C 432A F003 631E -6400
00028 REM 02010 6500 6600 6700 6800 6C00 2136 6900 8100
00029 REM 02020 A100 F01E F01E 71FF 31FF 1022 FC1E 2124
00030 REM 02030 3B00 407C 1000 407E 1038 3023 1060 2124
00031 REM 02040 3000 104C 00E0 6900 6A00 102E 4001 1044
00032 REM 02050 3004 105A 3A00 7AFA 102E 4002 6900 4003
00033 REM 02060 212E 4005 2130 102E 3024 109C 2124 4000
00034 REM 02070 F000 6101 4002 0213 4004 0413 4003 611E
00035 REM 02080 4005 0613 4006 0713 3001 102E F003 1094
00036 REM 02090 431E 612A 432A 613C 0310 102E 3024 F045
00037 REM 020A0 2124 0100 2124 F025 2124 F035 2124 F045
00038 REM 020B0 F110 102E 3025 10C4 2124 F015 F007 3000
00039 REM 020C0 100C 102E 6E03 3040 4057 4E05 0090 3700
00040 REM 020D0 7001 00E4 7E01 613F 0105 3F01 212E 3A00
00041 REM 020E0 F001 A200 3E04 A20A 3500 D9A5 3A00 F001
00042 REM 020F0 3700 F001 A24B 3E04 A255 3400 D9A6 3700
00043 REM 02100 F001 4020 605B 4021 6026 70DA A142 F01E
00044 REM 02110 0004 0004 F01E 3200 F001 D9A5 3200 F001
00045 REM 02120 09E4 101C F065 7C01 4C00 7001 00EE 6900
00046 REM 02130 7A06 5A30 00EE 6A00 4003 00EE 4000 0000
00047 REM 02140 00EE 4040 4000 0040 4000 0000 40E0 4000
00048 REM 02150 4040 2020 2040 00A0 40A0 0000 0000 4000
00049 REM 02160 0000 0040 4000 00E0 0000 0000 0000 4000
00050 REM 02170 2040 0000 00A0 00A0 0000 4040 4040 E020
00051 REM 02180 E000 E0E0 20E0 20E0 2020 2020 E0A0 E0A0
00052 REM 02190 20C0 E000 E0A0 E0E0 0040 0000 4000 4040
00053 REM 021A0 E0E0 A0E0 20E0 0040 0000 0040 2040 0000
00054 REM 021B0 2040 0040 2000 E000 E000 0040 00A0 C0A0
00055 REM 021C0 2040 0040 0040 E040 C0A0 00A0 C0E0 00C0
00056 REM 021D0 C0A0 C0E0 0000 00C0 00A0 00C0 00A0 E0A0
00057 REM 021E0 00E0 0000 C000 00C0 00A0 00C0 00A0 00A0
00058 REM 021F0 A0E0 4040 40E0 2020 20A0 E0A0 00C0 00A0
00059 REM 02200 0000 0000 00F0 0000 00E0 00A0 E040 E0A0
00060 REM 02210 A0A0 A0E0 00E0 20E0 E040 4040 40A0 00A0
00061 REM 02220 E0C0 A0A0 00A0 00A0 A0A0 A050 00A0 40A0
00062 REM 02230 A0E0 A0A0 00A0 00A0 40A0 E000 0000 0000
00063 REM 02240 A0A0 A0E0 40A0 E020 4000 E000 0000 0000
00064 REM 02250 F0F0 F0F0 F000 0000 0000 FCFC FCFC FC00
00065 REM <<< SAMPLE TEXT >>>
00066 DATA * 305 CHIP-8 TEXT *305*THIS IS HOW YOU
00067 DATA *PRINT*1000*2*2*PRINT PRINT*2*3*CHUNKY TEXT ON*
00068 DATA * YOUR MICROBEE.140 6 120 44*1200*
00069 DATA *1130*31N ANY FORMAT*1200*1130*3UP TO 64*64*1200*
00070 DATA *1100*3N3 OK*140 15 1 1201*
```